

Ravin Patel

</> ravin-patel.github.io

✉ ravin_p21@hotmail.com

🔗 ravin-patel

🌐 ravin-patel

Education

Ryerson University **Bachelors of Honours Science : Computer Science**

Class of 2018

Skills

Languages & Frameworks: Java, C, C++, C#, HTML/CSS, JavaScript, NodeJS, SQL, jQuery, UNIX, Bash, Swift

Tools & Platforms: .NET, MySQL/Oracle, Google Cloud Platform, AWS, Git, XCode, Microsoft Visual Studio's , Bootstrap, Fittesse

Experience

Software Engineering Intern - Payroll Team in R&D **Ceridian Dayforce**

May 2016 - Sept 2017

- Designed and developed automation to analyze the UI stability and test CRUD operation of Ceridian Dayforce's Payroll Web App using **Java Script, NodeJS, Selenium Web Driver IO**, and **C#**
- My UI automation **eliminated 25%** of the Payroll Team's QA's daily tasks
- Developed the payroll package import automation to test the stability of Ceridian Dayforce's AX integration with Microsoft Dynamics 365
- Used Fittesse framework to develop and execute scripts to validate hotfix bugs
- Worked as part of a 30+ person team to design and develop Dayforce HCM's Payroll module

Supervisor **Canada's Wonderland**

Aug 2014 - Nov 2015

- Completed weekly inventory and created associate schedule's
- Provided training, development and ongoing performance feedback with appraisals and corrective action
- Promoted twice during my tenure for being a dedicated and proactive employee

Projects

Auto Complete **Advanced Algorithms**

- Implemented **Trie's** in C to optimize the deduction of possible words
- Automatically predicts the remaining characters in a word based on what has been typed, these words are determined from a small library of 20000 word

Conway's Game Of Life Simulation **Operating Systems**

- Developed using **multi-threaded C** programming
- A visual 'cellular automaton' simulation

PacMan **Personal Project**

- Predator-Prey behaviour game developed in Java and played by controlling classic character Pac-Man
- Developed all spirits by creating multiple basic shapes provided by the Graphics2D Java library and placing them to design the Pac Man and Ghost spirit
- Used Java and physics to simulate the movements of the Ghosts

AES 128 Encryption **Cryptography**

- Generating random keys and initialization vectors to securely encrypt the users message using AES 128
- Utilized Java to develop the encryption and create the GUI

Arduino Stopwatch **Personal Project**

- Embedded and connected all components to an Arduino CPU to achieve a self timing stop watch with the ability to choose various songs as an alarm
- Developed the timer and every chord of each song in Arduino language